

**AMENDMENTS TO THE CLAIMS:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing Of Claims:**

Please amend the claims as follows:

1. (Currently Amended) An animation infrastructure supporting timed modification of element property values, the animation infrastructure comprising:  
  
an animation object class providing a time-varying value definition and including an interface supporting designating:  
  
animation behavior properties, the animation behavior properties comprising a to property specifying an ending animation value, a from property specifying a starting animation value, and a by property specifying a difference between the ending animation value and the starting animation value;  
  
timing properties;  
  
a set of commands controlling the progression of the animation;  
  
a set of events for providing notifications relating to the status of the animation object.
2. (Original) The animation infrastructure of claim 1 further comprising an animation collection object class providing a container for a set of animation objects created from the animation object class, the animation collection object class including an interface supporting designating:

animation collection properties defining:

the set of animation objects within an animation collection object;

a current status of the animation collection object; and

animation collection methods for:

configuring the set of animation objects within the animation collection object; and

retrieving a current animation collection value derived from individual values provided by the set of animation objects.

3. (Original) The animation infrastructure of claim 1 further comprising a key frame object class for specifying a key frame property within an animation object, the key frame object class including:

a set of properties enabling designating:

a key spline;

a key time; and

a value.

4. (Original) The animation infrastructure of claim 3 further comprising a key frame collection object class for specifying a set of key frame objects for specifying a sequence of frames within a timeline for an animation object.

5. (Original) The animation infrastructure of claim 1 wherein a float animation object class provides a time changing floating point value.

6. (Original) The animation infrastructure of claim 1 wherein a double animation object class provides a time-changing double precision floating point value.
7. (Original) The animation infrastructure of claim 1 wherein a rectangle animation object class provides a time-changing top, left position of a defined rectangle.
8. (Original) The animation infrastructure of claim 1 wherein a color animation object class provides a time-changing color value.
9. (Original) The animation infrastructure of claim 1 wherein a Boolean animation class provides a time-changing Boolean value.